

Amendments to the Claims:

Please amend claims 1, 10, 20 and 27 as shown in the claim listing below. Claims 6-9, 16-19 and 30-40 remain canceled. All pending and withdrawn claims are listed below. This listing of claims will replace all prior versions, and listings, of claims in the application.

Listing of Claims:

1. (currently amended) An electronic gaming machine comprising:
a processor for controlling the operation of said electronic gaming machine;
biometric identification means for identifying a player of said electronic gaming machine;
and
wherein said biometric identification means communicates with a database to compare captured biometric data with stored biometric data verifying the identity of the player, and when verified, opening a player's account to receive play data based on the verified player's play of said electronic gaming machine, and when not verified, [[or]] creating a new biometric data file when captured biometric data does not match any stored biometric data to receive play data based on the unverified player's play of said electronic gaming machine.
2. (original) The electronic gaming machine of claim 1 wherein said biometric identification means acquires physical features of the player's face.
3. (original) The electronic gaming machine of claim 1 wherein said biometric identification means scans an iris of the player's eye.
4. (original) The electronic gaming machine of claim 1 wherein said biometric identification means acquires a fingerprint of the player.
5. (original) The electronic gaming machine of claim 1 wherein said biometric identification means is remotely located from said gaming machine.
- 6-9. (canceled)

10. (currently amended) A gaming system comprising:
a gaming apparatus for facilitating play of a wagering game;
biometric identification means proximate said gaming apparatus for identifying players of said wagering game; and

wherein said biometric identification means communicates with a database to compare captured biometric data with stored biometric data verifying the identity of the player, and when verified, opening a player's account to receive play data based on the verified player's play of said electronic gaming machine, and when not verified, [[or]] creating a new biometric data file when captured biometric data does not match any stored biometric data to receive play data based on the unverified player's play of said electronic gaming machine.

11. (original) The gaming system of claim 10 wherein the gaming apparatus is an electronic gaming device.

12. (original) The gaming system of claim 10 wherein the gaming apparatus is a live gaming table.

13. (original) The gaming system of claim 10 wherein said biometric identification means acquires physical features of the player's face.

14. (original) The gaming system of claim 10 wherein said biometric identification means scans an iris of the player's eye.

15. (original) The gaming system of claim 10 wherein said biometric identification means acquires a fingerprint of the player.

- 16-19. (canceled)

20. (currently amended) A system for identifying a player of a wagering game comprising:

biometric identification means in proximity to said wagering game;
a computer storage means in communication with said biometric identification means;
wherein biometric data of said player is acquired by said biometric identification means and compared to biometric data stored in said computer storage means and
wherein said biometric identification means communicates with a database to compare captured biometric data with stored biometric data verifying the identity of the player, and when verified, opening a player's account to receive play data based on the verified player's play of said electronic gaming machine, and when not verified, [[or]] creating a new biometric data file when captured biometric data does not match any stored biometric data to receive play data based on the unverified player's play of said electronic gaming machine.

21. (original) The system of claim 20 wherein said biometric identification means is a facial scanner.

22. (original) The system of claim 20 wherein said biometric identification means is an iris scanner.

23. (original) The system of claim 20 wherein said biometric identification means is a fingerprint reader.

24. (original) The system of claim 20 wherein said system is used to track gaming play of said player.

25. (original) The system of claim 20 wherein said computer storage means is linked to a plurality of wagering games.

26. (original) The system of claim 20 wherein said biometric identification means is integrated in an electronic gaming machine.

27. (currently amended) The system of claim 20 wherein said biometric identification means is remotely located at a detached location away from an electronic gaming machine.

28. (original) The system of claim 20 wherein said biometric identification means is positioned on a live gaming table.

29. (original) The system of claim 20 wherein said biometric identification means is positioned in proximity to a live gaming table.

30-40. (canceled)